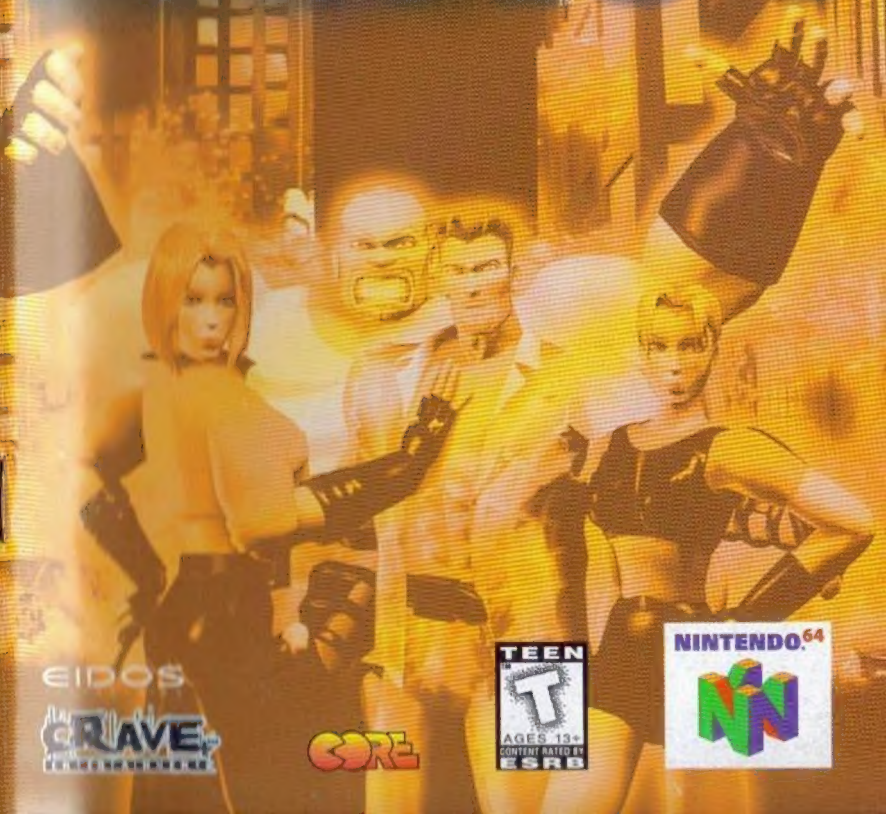


INSTRUCTION BOOKLET

FIGHTING FORCE 64



EIDOS
CRAYE
GAME DEVELOPERS

GORE



NINTENDO⁶⁴



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INTRODUCTION

Place: Earth

Time: Years Past The Millennium

It is a few years past the Millennium and Dr Dex Zeng is **INFURIATED**.

As a former high powered **GOVERNMENT AGENT** with his nose in many areas (including the **SEEDY** and **LICENTIOUS** New York **UNDERGROUND**), as well as a renowned radical scientist and professor in Theology, Dr Dex Zeng **TRULY** believed the end of the world would come by the **YEAR 2000**.

EVENTS occurring toward the turn of the century confirmed to Dr. Zeng that the year 2000 would bring the **ARMAGEDDON**. The signs were clear! Zeng was so sure, in fact, that he even convinced many of his ex-employees (who happened to be prominent members of local militias) that this was fact and they helped him prepare for this almighty **CONCLUSION**.

Zeng is like a better functioning idiot savant. He is brilliant in what he does. He sets his mind to a goal and achieves it — no matter what.

Over the years, Zeng has developed a **MEGALOMANICAL** complex that many suspect may have been caused by the use of **SYNTHETIC DRUGS** he's made for the government and tested on himself and other family members.

Like the few megalomaniac's in history, he actually thinks he is the **KEEPER** of the **EARTH**. The Father Nature, the Chosen One. He feels that anyone in his **PRESENCE** should bow before him **AS THOUGH** he **WERE** a god.

When the **MILLENNIUM** hit us at 12:01 am January 1, 2000.....



NOTHING HAPPENED!

Filled with outrage intensified by those who surround him, Dr Dex Zeng insists that **SOMETHING WENT WRONG.**

He knows from his years and years of reading, teaching and hypothesizing that **IT WAS SUPPOSED TO HAPPEN.**

Fortunately, Dr. Zeng had a plan in **CASE** something like this did happen.

He is prepared to **FIX** the Apocalypse – to **FORCE** it -- to **CORRECT** the malfunction.

And the scary part is – **HE IS ONE OF THE VERY FEW WHO CAN MAKE IT HAPPEN!**

Dr. Zeng now believes that it is **HIS JOB**, to **AT ANY COST – END THE WORLD.** With the help of biological warfare devices and several militant followers, as well as his connections in the Underground, it shouldn't be difficult.

BUT, one of Dr. Zeng's lab assistants, Snapper, decides she can no longer stand this man's corruption and calls on a friend for help in stopping him.

With this act she helps bring together what will be known as one of the most **VOLATILE TEAMS EVER CREATED!**

IT'S TIME TO END ----- THE END OF THE WORLD

IN-GAME CONTROLS (default settings)

Control PadNo function in game (can be used for Menu Control)

Control Stick.....Use for in-game directional movement.

A ButtonPunch, or use to pick up objects when your character is directly over them.

B ButtonKick, or use to discard object by throwing it.

C Buttons

LeftBack-fist (punch behind you). Also can be used to discard object by throwing it.

RightNo function

UpNo function

DownGrab your enemy when in close proximity

R ButtonZoom camera in and out of the screen.

L ButtonNo function.

Z ButtonUse in conjunction with the Control Stick to run.

START ButtonPause / Un-pause the game.

Menu Controls

Throughout all menus please use the Control Stick or Control Pad to navigate, the A Button to select and the B Button to go back one step.

Rumble Pak™

This game is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

NINTENDO 64 SETUP

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

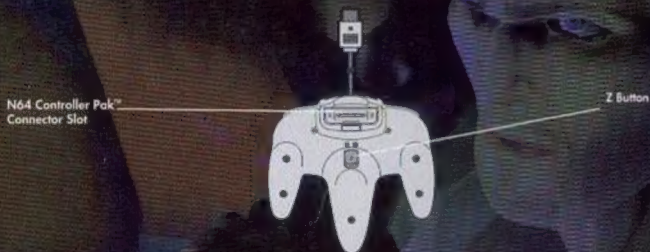
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



N64™ Controller



Back of Controller



STARTING THE GAME

Main Title Menu

Here you will be able to select the following options:

Start GameSelect to take you to the Character Select Screen

OptionsSelect to take you to the Options Screen.

Character Selection Screen

Here you will be able to select the character with which you wish to play. Simply highlight the character using the Control Stick or Control Pad and press the A Button to select. Once selected your game will begin.

Please note in 2 player games both players will not be able to select the same character. To play 2 player games at least 2 Controllers must be present.

OPTIONS SCREEN

Here you will be able to select your in-game options. Use the Control Stick or Control Pad to highlight, and where necessary, change the options. Pressing the A Button will apply your options and return you to the Main Menu Screen.

The options available to you are:

Difficulty.....EASY / NORMAL (Default) / HARD

Music VolumeUse Control Stick or Control Pad to set level.

SFX VolumeUse Control Stick or Control Pad to set level.

Stereo / MonoSTEREO (Default) / MONO

Controller Options.....Select and you will be presented with 8 pre-set control configurations, selecting your desired control setting will return you to the Options Screen

Controller Pak Options.....Select to take you to the Controller Pak Options Screen.

CONTROLLER PAK OPTIONS SCREEN

Here you will be able to Save and Load your preferred settings, and also Load your previously Saved games. Highlight the option you wish to change using the Control Stick or Control Pad, then follow the on-screen prompts to make your alterations.

Select Controller Pak Use this option to select from which Controller Pak you wish to Load data.

Load Settings Use this option to Load a previously saved configuration.

Save Settings Use this option to Save your settings.

Load Game Use this option to Load a previously saved game.

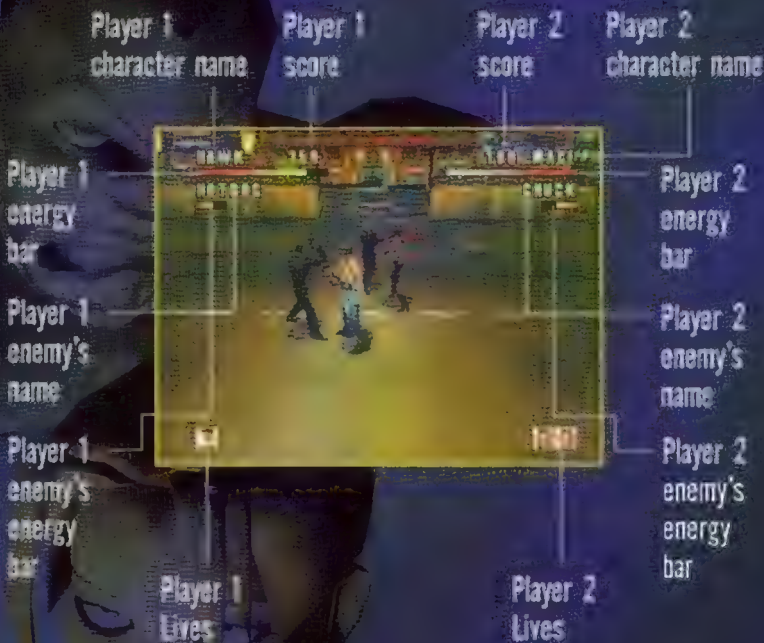
Erase Game Note Use this option to Erase game notes.



SAVE GAME

At varying points in the game you will be prompted as to whether you wish to save your game. Follow the on-screen prompts to do so. Please note you will be given the opportunity to select which Controller Pak you will Save to if more than 1 is present.

IN-GAME DISPLAY



CHARACTER PROFILES

Below, you will find detailed profiles of our main characters along with an example of a special move unique to that character.

NOTE: Experiment with different key combinations to discover more special fighting moves, but be careful as certain moves will deplete your energy.

MACE DANIELS

STATISTICS:

Age:	21
Height:	5'7
Weight:	126lbs
Hair:	Brunette
Eyes:	Green
Vitals:	38-22-38
IQ:	200

Snapper contacts a rough and ready Private Investigator who is well known for her dealings with the city's underbelly. Mace is one hot woman with a taste for blood as well as desire. She's the one who teases and taunts you just before she takes you out.

Mace Daniels has heard of Dr. Zeng through Snapper and can't believe what she's hearing. She never thought of Dr. Zeng as dangerous but then again, she hasn't exactly been paying attention to him.

She believes the freaked-out Snapper and sees this as an opportunity to get some of the things she loves most — danger, fame and fortune.

Mace is beautiful. She's not brash or foul or annoying. She would yell to her excellent rather than say, "My park!" Mace is a woman aware of her sexual magnetism. Yet, she couldn't care less about men. She is always being pursued without giving ANYONE the time of day.

This, coupled with her array of martial arts and weaponry skills, makes her a fighter who is the envy of men and women.

Special Move: "Grab and Flip"

C BUTTON ↓ to grab enemy, then C BUTTON ↓ again.

HAWK MANSON

STATISTICS:

Age:	26
Height:	6'2
Weight:	196lbs
Hair:	Blonde
Eyes:	Blue
Biceps:	36"
Chest:	48"
Neck:	20"
IQ:	187

A vigilante now, Hawk Manson was once a freedom fighter for all the social wrongs in the world. Well, nice guys finish last and Hawk learned that lesson all too well. He has run into Mace several times and though the two are acquainted, they have never spent any real time together. Hawk has seen Mace fight and this is the one thing that stirs him inside like nothing else. When Mace approaches him for the job — by pinning him to the ground, smiling a sexy smile and telling him that she needs his help, Hawk is **DEFINITELY** stirred.

Hmm...there's some sort of chemistry here, but both are too headstrong and stubborn to admit it.

Hawk has several jobs at any given time, but he takes on this job because it is his chance to get closer to the elusive Mace. Besides, in addition to that, he also took the job because it is his first job in a long time that is charged with a lot of "goodness."

Special Move: "360 spin-kick"

Z BUTTON + A BUTTON



BEN (SMASHER) JACKSON

STATISTICS:

Age:	29
Height:	6'4
Weight:	280lbs
Hair:	Brown
Eyes:	Hazel
Biceps:	48"
Chest:	60"
Neck:	26"
IQ:	106

After Hawk Manson agrees on bringing Dr. Zeng down, he heads to one of the world's most dangerous prisons to find Ben (Smasher) Jackson.

Ben Jackson has been serving multiple life sentences and the prison is very fond of him. You see, they've been renting Ben Jackson out. The public doesn't know it, but it cuts down inmate deaths and above all, it brings the prison a wad of money every time he gets sent out.

The Prison's number one and repeat client of Ben's is Hawk Manson. Hawk has been bribing the prison for years. He wants Ben to be set free and made the bargain to "contract" Ben 15 times. Sorta like "Rent to Own".

Only a few problems: Ben is like a loose cannon. He smashes EVERYTHING in sight. His temper is immeasurable during heated times and you never know if he'll turn on YOU next.

Special Move: "Forward Roll"

CONTROL STICK + Z BUTTON (to run) then A BUTTON

ALANA McKENDRICK

STATISTICS:

Age:	17
Height:	5'5
Weight:	108lbs
Hair:	Blonde
Eyes:	Blue
Vitals:	28-20-28
IQ:	240

Alana is a raver. She spends her nights dancing away and most of her days with little sleep while she goes to school. The semester is over and Alana is raging at all the rave-ware-house parties where she hangs with her friends.

Alana has been planning on putting an end to Dr. Zeng ever since he tried to experiment on her with drugs he had created.

We find out that Alana is Dr. Zeng's illegitimate daughter and not out of vengeance, but **RESPONSIBILITY**, does she decide she must find some way to stop her stepfather from doing this to others.

When Mace comes to her and asks for her help, Alana is overjoyed. A little too overjoyed. Mace wonders if Alana, at her young age, really understands how dangerous this is. Believe me, Alana knows. It's just not her style to get serious until she's kicking butt and believe me, your heads will CRACK!

Special Move: "Double-Barreled Chest Kick"

C BUTTON + to grab enemy, then C BUTTON + to launch them off!

DOCTOR ZENG

STATISTICS:

Age:	Unknown
Height:	6'3
Weight:	200lbs
Hair:	N/A
Eyes:	Gray
IQ:	385+



This crime boss has his name running at everybody's lips. It appears as if Dr. Zeng is up to no good, but what is he doing? It seems Dr. Zeng is trying to destroy the world as we know it. What he is really doing is still a little bit of a mystery, but it does involve some few down dirty tricks!

PICKUPS

Be on the lookout for First Aid Kits and food items to replenish your health during your mission. Try punching and kicking as many objects as possible for they may conceal useful items. Grates and barrels (among other things) can also be used as weaponry throughout the game. You never know what you might find!

When enemies are defeated certain items may appear (coins, cash, gold bars, jewels). Pick up as much as you can to increase your score.

Use your special moves sparingly. Some of them will deplete your energy.

Be on the lookout for hidden pickups. You'll need as many points as possible to unlock later levels.

CREDITS

FOR CORE DESIGN, LTD.

N64 Programming

Original Programming

Audio Programming

Graphic Artist

Music & SFX

Producer

Executive Producer

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Mac Ivory

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Brian Flanagan

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Ken Lockley

Jeremy Heath-Smith

FOR EIDOS INTERACTIVE

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Director of Development Operations

QA Manager

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James Poole

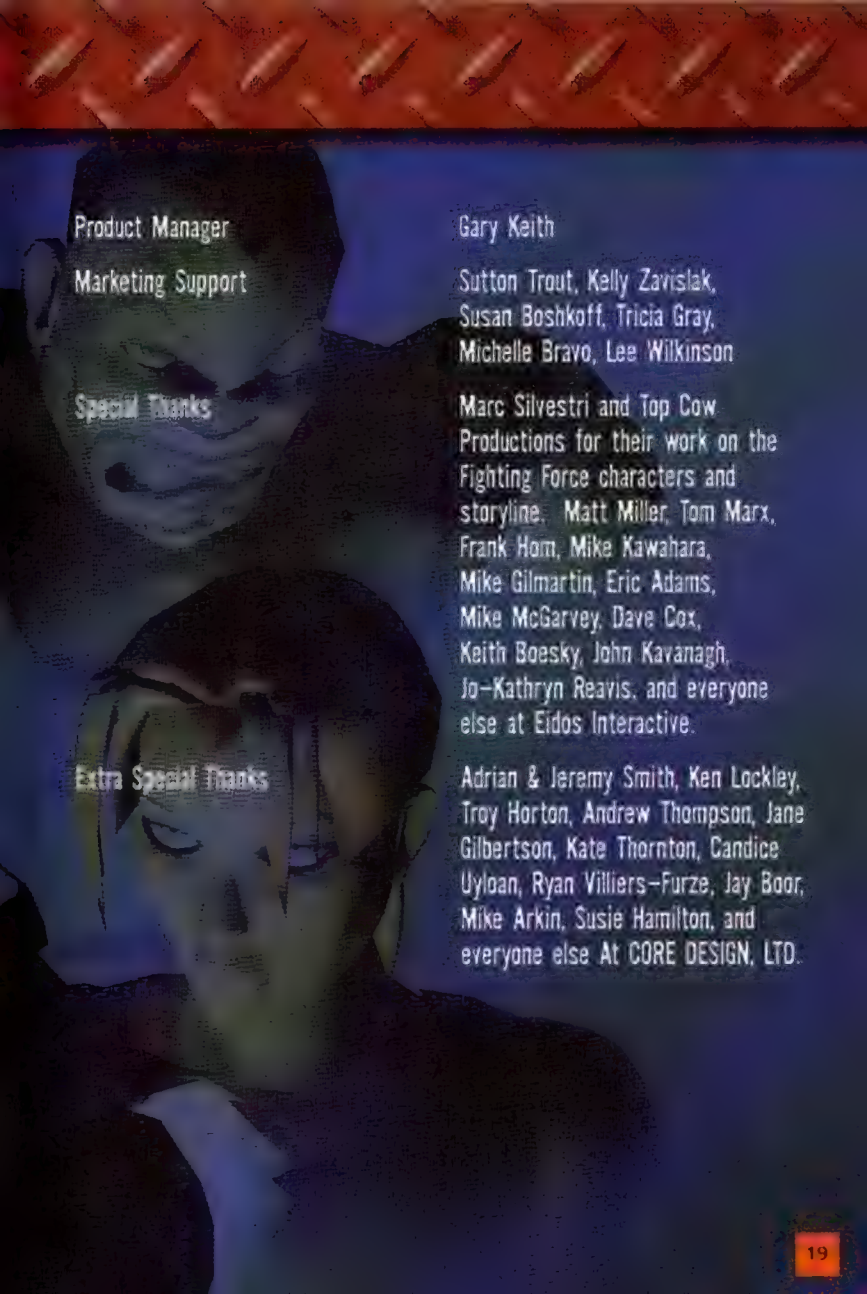
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Mike Arkin, Susie Hamilton, and
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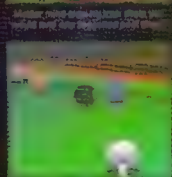
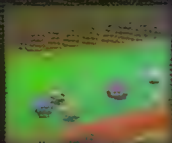
YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

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